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NINTENDO DS™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

  Convulsions **Eye or muscle twitching** **Loss of awareness**
  Altered vision **Involuntary movements** **Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

2-4 Wireless DS Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

NEED HELP PLAYING A GAME?

Recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

If the information you need is not on the Power Line, you may want to try using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."

EVERYONE 10+ CONTENT RATED BY ESRB

Nintendo®

FONT™

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ADVANCE WARS® DAYS OF RUIN

OUR WORLD IS DESTROYED.
FIRE RAINED FROM THE SKY.

THE LAND BURNED...
THE EARTH SHOOK...
THE OCEANS RAGED...

THE DEVASTATION WAS TOTAL.
DUST COVERED THE EARTH,
BLOTTING OUT ALL TRACES
OF THE SUN.

IT SEEMS IMPOSSIBLE THAT
ANYTHING COULD SURVIVE.

BUT AMID THE DESTRUCTION,
THERE IS HOPE...

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CHAPTER 01

CONTROLS

You can use face buttons or the stylus to play Advance Wars: Days of Ruin. This instruction booklet will focus on stylus controls.

Top Screen

Mic

- Voice chat: p. 30

L Button

- Scroll through units that have not moved

+Control Pad

- Move cursor / Make menu selections

Touch Screen

- All controls

START

- Skip events
- Display minimap

SELECT

- Display Map menu

X Button

- Switch intel displayed on top screen (when the cursor is on a unit)

R Button

- Zoom in and out

A Button

- Confirm selections
- Select a unit
- Display Map menu (when the cursor is not on a factory, port, or airport)

B Button

- Cancel
- Display attack range (when cursor is on a unit)
- Make units transparent (when cursor is on terrain)

Y Button

- Voice chat: p. 30

- Press L, R, START, and SELECT at the same time to reset the game and return to the title screen.
- Close your Nintendo DS during play to enter Sleep Mode and minimize battery consumption. (This does not work when the system is transmitting data). Open your Nintendo DS to take it out of Sleep Mode.
- When playing on the original Nintendo DS (NTR-001), please see the Nintendo DS Instruction Booklet.
- Borders around the screenshots in this booklet indicate which screen is being shown. indicates the top screen, and indicates the Touch Screen.

CHAPTER 02 GETTING STARTED

1. Make sure your Nintendo DS is off, then insert the Advance Wars: Days of Ruin Game Card into the DS Game Card slot until it clicks into place and turn the power on. Read the information on the Start-up Screen and tap it to access the DS Menu Screen.

2. On the DS Menu Screen, tap the Advance Wars: Days of Ruin panel.

- If your Nintendo DS Start-up Mode is set to Auto, the DS Menu Screen will not appear. See your Nintendo DS Instruction Booklet for more details.

3. When the title screen appears, tap the screen to access the main menu.

4. In the main menu, touch the mode you want to play.

See pp. 21- 35 for mode explanations.

CHAPTER 03 SAVING YOUR GAME

There are three ways to save your game progress.

AFTER CLEARING A MAP

Your game will automatically save after you clear a map.

ON THE WORLD MAP

In Campaign mode, you can save on the world map by pressing START p. 21.

DURING BATTLE

You can save your progress midbattle by selecting Save from the Map menu p. 18. Data saved midbattle will overwrite the current saved data file.

- There is only one save slot available in Free Battle p. 22. Saving in Free Battle will automatically overwrite existing save data.

DELETE ALL DATA

Select Reset All in the Records menu p. 35 to delete all data except Nintendo WFC related data (friend codes and friend roster) on the DS Game Card.

- Deleted data cannot be restored, so be careful!

CHAPTER 04

BASIC RULES

Move your units across battlefield maps to engage enemy forces and win battles.

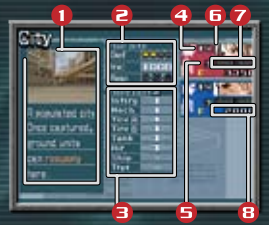
VIEWING THE GAME SCREENS

The top screen displays map and unit intel, while the Touch Screen shows maps. Maps are divided into a grid and made up of various terrain types including mountains, seas, factories, HQs, and more. Your units move along the grid.

MAP INTEL

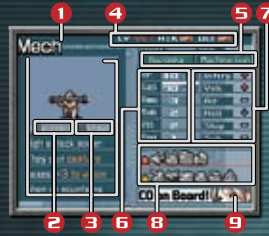
Terrain and unit intel are displayed here.

1. Basic terrain intel
2. Terrain defensive ratings
3. Movement cost
4. Number of units
5. Number of bases
6. CO
7. CO Gauge
8. Funds



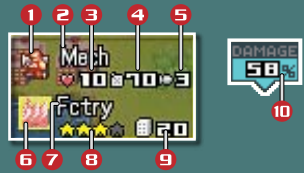
UNIT INTEL

1. Basic unit intel
2. Movement type
3. Unit type
4. Unit condition
5. Equipped weapons
6. Unit stats
7. Attack ratings
8. Dangerous enemies
9. CO Power



CURSOR WINDOW

1. Unit
2. Unit name
3. Unit HP
4. Unit fuel
5. Unit ammo
6. Terrain
7. Terrain name
8. Terrain defensive rating
9. Base capture number
10. Damage percentage



● Damage percentage can be displayed by tapping units.

GAME FLOW

Battles consist of a CO issuing orders to his or her units, then selecting End Turn p. 20 to complete their actions for the day. When all COs have finished issuing orders, the entire day will end. This process repeats until one army emerges victorious.

Victory — Defeat all enemy units, capture the enemy HQ p. 41, or force the enemy to surrender.

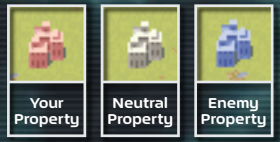
Defeat — Lose all your units, lose your HQ, or surrender p. 19.

- Terms of victory and defeat differ depending on the current mode and rules.

BASES

Capture properties (airports, ports, cities, etc.) to take them over. Capturing properties is often essential to achieving victory.

- Properties under your control will be the same color as your army.



RECOVER AND SUPPLY

Units stopped on friendly properties will recover 2 HP for each day they remain there. They will also fully replenish their ammo and fuel. Units can recover HP, fuel, and ammo from allied properties as well as from their own.

- Recovering HP on one of your properties will cost funds.

FUNDS

Funds are acquired at the beginning of each turn. The amount received depends on the number of properties controlled.

ABOUT FOG OF WAR

Fog of War is a condition in which enemy units outside the vision ranges of your own units cannot be seen. Vision ranges are different for each individual unit type. You cannot attack units that are outside your vision range.

- Units in woods, ruins, and reefs cannot be seen unless you are adjacent to them.

INFANTRY AND MECH VISION RANGES

These units can normally see everything within a 2-square radius around them. If they climb into mountains, their vision range expands by 3 squares.

EXPANDING VISION RANGE

You can expand your vision range by capturing properties or by utilizing flare units p. 16.

AMBUSHES

If a unit runs into an unseen enemy unit during Fog of War, the moving unit will be ambushed. It must then stop immediately, and it can accept no further commands until the next turn.

ABOUT WEATHER CONDITIONS

Some weather conditions alter units' vision and movement ranges.

CHAPTER 05

ABOUT UNITS

The soldiers and vehicles that appear on maps are units. Each unit starts with a total of 10 HP.

UNIT DEPLOYMENT

Units can be deployed from the following three properties: factories, airports, and ports. Tap one of these properties to display the Deployment menu, then tap t he unit you want to deploy. Provided you have sufficient funds to pay for the unit, it will be ready to receive orders on your next turn.

UNIT MOVEMENT

Tap a unit to display the unit's movement range, which will appear in green. Enemy units that can be attacked are displayed on a red background. Tap the square where you want the unit to move, then select an order from the Command menu. When the unit has completed its orders, it will turn gray and halt until the next turn

- Until orders have been finalized, you can back out of menus by tapping B.

FUEL CONSUMPTION

Ground units burn fuel each time they move. Naval and air units consume fuel during every turn, even when sitting still. If a ground unit runs out of fuel, it can no longer move. If a naval or air unit runs out of fuel, it will be destroyed.

COMMAND MENU

When a unit moves, the Command menu will appear. You can issue an order by tapping it. Orders on the menu will differ depending on the unit and the current field conditions.

FIRE

Move a unit to a position from which it can attack, then tap Fire to attack the enemy. When an enemy unit loses all of its HP, it will vanish from the map.

- You can also attack an in-range enemy unit by tapping on it directly.

Direct Combat

Direct combat is firing on a unit in an adjacent square. Direct-combat units can move and attack in the same turn and are open to counterattacks.

Indirect Combat

Indirect combat is firing on a unit from a distance. Indirect-combat units can either move or attack in a single turn and cannot be counterattacked.

- Battleships p. 38 are the only indirect-combat units that can move and fire during the same turn.

UNIT LEVELS

Units can level up by defeating enemy units. A unit can level up a maximum of three times. Each time a unit levels up, it receives bonuses to its offensive and defensive powers.

- If a CO is in a unit, the unit will automatically be promoted to the highest level.

CAPTURING

Infantry, mech, and bike units can capture properties p. 11 not currently controlled by your army. Properties are captured by adding the HP of the capturing unit until the property total reaches 20. When a property has been captured, it turns the color of the army that captured it.

SUPPLY

Only rigs can supply other units. When a rig is adjacent to a unit, it can supply the unit with ammo and fuel. Units in a square adjacent to a rig will automatically receive ammo and fuel at the beginning of the next turn.

JOIN

Damaged units of the same type can join together to form a single unit. When units join, they pool their HP (to a maximum of 10), fuel, and ammo. To join units, move one unit to the space occupied by a similar unit and tap Join on the Command menu. The new unit can move on the next turn.

- Units can be joined even if one of them has already completed its movement for that turn.
- If the units are of different levels, the new unit will retain the higher levels.
- If one of the units contains a CO p. 17, the CO will continue to operate with the new unit.

LOAD / DROP

Transport units have the ability to carry other units. Move a unit onto a transport unit, then tap Load from the Command menu. The number and type of units that can be carried depends on the kind of transport being used. Loaded units can be unloaded by tapping Drop from the Command menu. Dropped units will be unable to move until the following turn.

- You can see intel on loaded units in the cursor window p. 10.
- Units can be loaded onto transport units before or after the transport unit has moved.
- Loaded units do not take damage if their transport unit is attacked. However, if a transport unit loses all of its HP, any units loaded on it will be lost.

FLARE

Only flare units can use the Flare command. Fire a flare into an area covered by Fog of War to dispel the fog and make the area visible for a limited time.

BUILD

This is a special command for rigs only. Rigs can construct temporary airports on plains and temporary ports on beaches.

DIVE / SURFACE

Submarines are the only units that can dive and surface. When a sub is underwater, it is hidden from the enemy but also burns fuel at an increased rate.

PRODUCE / LAUNCH

Carrier units can produce and launch seaplanes. Select a carrier and tap Produce from the Command menu to begin assembling a seaplane. On the following turn, select Launch to send the seaplane skyward.

CO / BREAK

You can have a CO travel with a unit by selecting the CO option while the unit is on a factory or your HQ. COs can use CO Powers once the CO Gauge is full. When a CO uses a CO Power, the CO Zone seen compasses the entire map for one full turn.

- Loading a CO onto a unit costs half as much as the unit itself.
- When a unit carrying a CO is defeated, the CO returns to camp. He or she can be loaded onto another unit during the following turn.

WAIT

Select this command when you have no other orders to issue.

CHAPTER 06

MAP MENU

When you're on a combat map, tap [ ] to display the Map menu. Tap any item in the menu to select it. ● Menu items may differ depending on the situation.

CO INTEL

Check this to get valuable intel on any COs in the field.

● In Campaign mode (p. 21), this will become available as the story progresses.

CO ZONE

When a CO is traveling with a unit, he or she will affect units in the surrounding area. This area is called the CO Zone. Units in the zone will receive offensive and defensive boosts.

CO POWER

When units within the CO Zone damage enemies, the CO Gauge will gain whatever amount of HP the enemy units lose. As the gauge fills, the CO Zone will widen. When the gauge is completely filled, the CO Zone will expand 2 full squares—and the CO will be able to use a CO Power.

- After a CO Power is used, the CO Gauge will empty and the CO Zone will return to its original size.

TUTORIALS

You can confirm game controls on the tutorial slides.

- The further you progress in Campaign mode, the more tutorial slides will be available.

MISSION INFO

Come here to confirm current conditions and view unit displays.

- Menu options will differ between modes and situations.

Tactics	Meet other characters and get strategic hints about the current map.
Terms	View the victory requirements for the current map.
Status	Get the latest intel on the status of allied and enemy units.
Rules	Check the rules of the current battle.
Chart	View any units you have in the field.
Delete Unit	Destroy existing units that haven't yet moved.
Surrender	Admit defeat and return to the World Map.

OPTIONS

Adjust a variety of game settings (p. 35).

QUIT

Exit the current map without saving. Progress on the current map will be lost.

LOAD

This only appears when you have Quick Save data available. If you choose to load Quick Save data, you'll continue playing from the point the data was created and lose the game you are currently playing.

SAVE

Stop your game and create Quick Save data (p. 8).

END TURN

Finish issuing orders to your troops and end your turn. The CPU will take its turn next. If you're playing with a friend and a CPU, the order will be you, your friend, CPU.

CHAPTER 07

SINGLE DS PLAY

In Single DS Play you can choose between Campaign and Free Battle modes.

CAMPAIGN

Make your way across a shattered planet in the single-player story. Select New Game to start from the beginning or Continue to resume a saved game.

- If you have Quick Save data, choose Quick Save Data to continue playing that game.

Delete Save Data

WORLD MAP

Here you can choose from two varieties of maps: Campaign maps take you through the story, and Trial maps test your strategic prowess.

- Trial maps become available as you play through Campaign mode.

Map Intel

Campaign Map

Save Data

Rank

- Ranks earned on cleared maps.

Trial Map

- Trial maps do not need to be cleared to continue through the campaign.

FREE BATTLE

You can play versus matches with one Nintendo DS game system and one Advance Wars: Days of Ruin Game Card. You can play by yourself versus the CPU or pass one DS game system around with up to 4 people. Tap L and R to switch between map types, then tap the map you want to play.

- Cleared maps will display in white.

Map Types

2 P	2-player versus maps.	DESIGN	You must design maps in the Design Room before you can play them here (p. 33).
3 P	3-player versus maps. Team Battle is also available.	CLASSIC	Maps from previous Advance Wars games.
4 P	4-player versus maps. Team Battle is also available.	TRIAL	These maps will become available as you proceed through Campaign mode.

On the CO Selection screen, players select their order and their COs. Once this is done, tap NEXT.

- When playing with 4 players, select teams and then tap NEXT again.
- The number of available COs will increase as you progress through Campaign mode.

Set the terms of engagement on the Rules screen, then tap OK! to start the battle.

CHAPTER 08

MULTI-CARD PLAY

There are two modes available. You can use local wireless to play with 2 to 4 players in Battle, or trade created maps in Trade Maps.

●Read the DS wireless instructions before playing this mode (▶p. 25).

BATTLE

You can play this mode with up to 4 players. Each player must have a Nintendo DS system and an Advance Wars: Days of Ruin Game Card.

Host – P1

Create New Group

When all the players have joined the group, tap A.

Guest – Other Players

Tap the Group Name you want to join.

While [redacted] is displayed, Player 1 is in control.

Next, set the game rules. (▶p. 22)

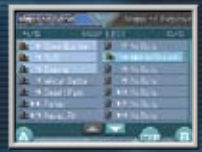
TRADE MAPS

Two people can trade maps created in Design Map mode. Each trading partner will need a Nintendo DS system and an Advance Wars: Days of Ruin Game Card.

SEND MAPS

When you select a map to send, it will be highlighted in a blue box. You can send up to five maps at a time. Once you've selected the maps to be sent, tap START.

● Sent maps will not disappear from your map list.



RECEIVE MAPS

When you select the panels in which you want to store received maps, they will turn red. You can receive up to five maps at a time. When you've decided where to store your received maps, tap START.

● Maps being received will overwrite existing maps.

TRADE

Next, you will see the screen where you select a trading partner. When you've selected a partner and confirmed the maps, tap OK!

● If the number of maps being received is more than the number of panels selected to receive maps, they will be received in numerical order.

How to Use DS Wireless Communications

What you need

Nintendo DS/Nintendo DS Lite	1 system per player, up to 4 systems
Advance Wars: Days of Ruin Game Card	1 Game Card per player, up to 4 Cards

Steps

1) Check that the power on each of the DS systems is OFF, then insert a DS Game Card into each of the DS systems.

2) Turn the power on each of the DS systems ON. The DS Menu will appear.

3) Tap "Advance Wars: Days of Ruin."

4) Please refer to p. 27 for the remaining steps.

COMMUNICATION ERROR

If there is a communication error during game play, you will be disconnected from Nintendo Wi-Fi Connection and the screen shown to the right will appear. In this event, please begin DS Wireless Communications again from the beginning.

Nintendo Wi-Fi Connection

Nintendo Wi-Fi Connection allows multiple Advance Wars: Days of Ruin owners to play together over the internet—even when separated by long distances.

- To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo Wi-Fi Connection.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account.
- If you do not have a wireless network device installed on your PC. See the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at nintendowifi.com/terms.

- Please note that, the nickname you use and the name of your maps will be seen by others when playing multiplayer games using Nintendo WFC.
- To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others or use such personal information in areas that will be seen by others.

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available internet hotspots, visit support.nintendo.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

CHAPTER 09

NINTENDO WI-FI CONNECTION

You can battle and trade maps with friends around the world via Nintendo WFC.

NINTENDO WFC SETUP

To play over Nintendo WFC, you must input your Nintendo Wi-Fi Connection settings. Select Settings from the file-selection screen, then select Nintendo Wi-Fi Connection Settings from the screen shown.

For questions on connecting to Nintendo WFC and information on who to contact for additional assistance, please refer to the Nintendo Wi-Fi Connection Instruction Booklet.

- If you are having trouble connecting to Nintendo WFC, read the troubleshooting section of the Nintendo Wi-Fi Connection Instruction Booklet.

WORLDWIDE

You can choose from two modes: Battle and Map Center.

- Once you've connected to Nintendo WFC, your Game Card and Nintendo DS system will be treated as a set, so please continue to use them together. For more information, please refer to the Nintendo Wi-Fi Connection Instruction Booklet.

BATTLE

Take the field against an opponent from around the world on a random map with random rules. You can choose between two search options: "Search for opponents with a similar level" and "Search for opponents regardless of level."

NOTICE!

You have a time limit in Nintendo Wi-Fi Connection battles. If you fail to end your day before the time runs out, it will end automatically. Also, if you disconnect from Nintendo WFC by turning your Nintendo DS system off in midbattle, records will reflect that you lost the battle.

MAP CENTER

Use Nintendo Wi-Fi Connection to upload your own created maps or download other maps from around the world.

- Downloaded maps are available to play in Free Battle (p. 22) and can be accessed by selecting Design. Once you clear a map, you can rank it.

Send Map	Upload your own created maps via Nintendo WFC. You can upload maps that meet the following requirements. ● You created the map and cleared it at least once. ● The map is no larger than 10x10. ● The map contains no more than 50 pre-deployed units.
Random Map	Download a map chosen at random from the Map Center.
Recommend	Download a recommended map from the Map Center.
Check Rating	Check to see how a map you uploaded to the Map Center is ranked.

- Map names can be edited in the Design Room (p. 33).
  Map names will be seen by others and should not use personal information.

FRIENDS

You can choose between two modes: Battle and Trade Maps.

BATTLE

You can battle against people registered on your friend roster (p. 31).

- Both players must register the other on their respective friend rosters.
- For battle instructions, please see Multi-Card Play (p. 23).

VOICE CHAT SETTINGS

If you choose Enable Chat, you will be able to speak to your opponents. During game play, press and hold [ ] and speak into the mic. If you choose Disable Chat, you will be unable to hear your opponents. You must exchange friend codes to chat with other players, and all players must choose to enable the Chat feature.

- When using voice chat, please do not use language that may offend your friends.
- Please do not give out any personal information such as last name, phone number, birth date, age, school, e-mail or home address when using voice chat.

TRADE MAPS

You can trade maps with people registered on your friend roster.
Both players must register the other on their respective friend rosters.
For trade instructions, please see page 24.

FRIEND ROSTER

Confirm your own friend code as well as any that you want to register.

Your friend code is a 12-digit number that is assigned the first time you connect to Nintendo Wi-Fi Connection.

CONFIRM FRIEND ROSTER

The top screen shows your friend code, name, and record against the friend currently selected on the Touch Screen. The Touch Screen shows all friends registered on your friend roster.

Friend codes were created to make it possible for players to play against people they know. If you exchange friend codes with someone you don't know, you might receive altered data or unwanted messages. Please do not share your friend code with people you do not know.

REGISTERING NEW FRIENDS TO YOUR FRIEND ROSTER

Select an empty panel and tap ENTRY to access the friend code input screen. Use the number pad to input a friend code, then tap OK to complete registration.

- When you register someone, his or her name will be represented by the friend code. When you play against that friend, this code will be replaced by the DS system nickname.
- People you have battled via Multi-Card Play (p. 23) will automatically be registered to your friend roster.
- Your friend roster can hold up to 60 names.

EDITING YOUR FRIEND ROSTER

Select a panel, then tap EDIT to edit the corresponding friend code. When you've finished making changes, tap OK to complete the process.

- Once you've played a registered friend on either DS Multi-Card Play or Nintendo WFC, that friend's information cannot be edited on the friend roster.

DELETING

To erase a friend code, select a panel, tap DELETE, then confirm by tapping YES.

CHAPTER 10

DESIGN ROOM

There are two modes in the Design Room: Design Map and CO Colors.

DESIGN MAP

Place units and terrain to create your own original map.

CHOOSE A MAP

Select a slot for your map from the map list. Information on maps in the list is shown on the top screen.

Pre-Deployed	Maps with units already in the field.
With Rules	Maps with predetermined rules.

CREATE A MAP

If a map contains at least one unit, factory, port, or airport for each army, then it can be played.

Set · Copy · Delete · AI / Paint · Unit list · Switch unit / terrain lists · Zoom · Menu

Select Units	Tap the List icon to display all units, then tap the unit you want to deploy. Tap Select on the same screen to switch between unit and terrain lists.
Set	Once you choose a unit or terrain feature to place on the map, you will automatically return to the map screen. Next, simply touch the map where you want to set the unit or terrain feature.
Copy	Tap Copy, then select the unit you want to copy.
Delete	Tap Delete, then select the unit you want to delete.
AI / Paint	When there are units deployed, this lets you set their AI. If you want to change the selected terrain quickly, touch Paint, then tap the map to paint it with the selected terrain.

Menu Window

Save	Save a created map.	***Load***	Load a saved map.
Edit Name	Change the name of the map.	***Change Size***	Change the size of the map.
Fill	Fill the entire map with a specific terrain type. Choose Auto to create a random map.		
Set Rules	Set the map rules.	***Reset Rules***	Return rules to their default settings.
End	Quit and leave the Design Map mode.		

CO COLORS

Change CO hair and clothing colors.

CHAPTER 11

RECORDS/ OPTIONS

In Records, you can view your play history, access the music player, and delete all of your game data. In Options, you can adjust different game settings.

RECORDS

HISTORY

View details of your combat history. Depending on your style of play, you may gain medals and titles.

MUSIC PLAYER

You can hear music from the game.

- The music available will increase the farther you progress in Campaign mode (p. 21).

RESET ALL

Delete all of your saved game data (p. 8).

- Warning: Deleted game data is gone forever and cannot be restored.

OPTIONS

Adjust various game settings like music volume, grid-line display, etc. Tap Y to check the mic.

- Tap SELECT to return game settings to their defaults.

CHAPTER 12

UNIT & TERRAIN INTEL

Units equipped with two weapons will automatically switch between them.

Unit Data: Ground Units

Infantry			Cost:	1,500		
Weapon One:	None	Ammo:	0	Weapon Two:	Machine Gun	
Range:	1	Vision:	2	Mobility:	3	Fuel: 99

The cheapest units to deploy. They can capture properties. Their vision increases by 3 in mountains.

Mech			Cost:	2,500		
Weapon One:	Bazooka	Ammo:	3	Weapon Two:	Machine Gun	
Range:	1	Vision:	2	Mobility:	2	Fuel: 70

A somewhat powerful foot soldier. They can capture properties. Their vision increases by 3 in mountains.

Bike			Cost:	2,500		
Weapon One:	None	Ammo:	0	Weapon Two:	Machine Gun	
Range:	1	Vision:	2	Mobility:	5	Fuel: 70

Infantry units with high movement range. They can capture properties.

Recon			Cost:	4,000		
Weapon One:	None	Ammo:	–	Weapon Two:	Machine Gun	
Range:	1	Vision:	5	Mobility:	8	Fuel: 80

Designed for reconnoitering purposes. They have good movement and vision ranges.

Tank			Cost:	7,000		
Weapon One:	Tank Gun	Ammo:	6	Weapon Two:	Machine Gun	
Range:	1	Vision:	3	Mobility:	6	Fuel: 70

Nimble, inexpensive tanks with a large movement range. They are a useful vehicle in nearly any circumstance.

Medium Tank			Cost:	12,000		
Weapon One:	Heavy Tank Gun	Ammo:	5	Weapon Two:	Machine Gun	
Range:	1	Vision:	2	Mobility:	5	Fuel: 50

Midsize tanks with high offensive and defensive ratings.

War Tank			Cost:	16,000		
Weapon One:	Mega Gun	Ammo:	5	Weapon Two:	Machine Gun	
Range:	1	Vision:	2	Mobility:	4	Fuel: 50

The strongest of all tanks. They possess the highest offensive and defensive ratings of any ground unit.

Artillery			Cost:	6,000		
Weapon One:	Cannon	Ammo:	6	Weapon Two:	None	
Range:	2-3	Vision:	3	Mobility:	5	Fuel: 50

Indirect–combat units that fire upon enemies from a distance. They cannot move and attack in the same turn.

Anti-Air		Cost:	7,000				
Weapon One:	Cannon	Ammo:	6	Weapon Two:	None		
Range:	1	Vision:	3	Mobility:	6	Fuel:	60

Specialized units that are powerful against air units. They are vulnerable to tank attacks.

Anti-Tank		Cost:	11,000				
Weapon One:	Cannon	Ammo:	6	Weapon Two:	None		
Range:	1-3	Vision:	2	Mobility:	4	Fuel:	50

Specialized units that are powerful against tanks. They can counterattack when fired upon by direct–combat units.

Rockets		Cost:	15,000				
Weapon One:	Rockets	Ammo:	5	Weapon Two:	None		
Range:	3-5	Vision:	3	Mobility:	5	Fuel:	50

Indirect–combat units with a large range of fire. They're very powerful and can attack both land and naval units.

Missiles		Cost:	12,000				
Weapon One:	Anti-Air Missiles	Ammo:	5	Weapon Two:	None		
Range:	3-6	Vision:	5	Mobility:	5	Fuel:	50

Indirect–combat units that can only fire on air units. They have a large attack range.

Flare		Cost:	5,000				
Weapon One:	None	Ammo:	3	Weapon Two:	Machine Gun		
Range:	1	Vision:	2	Mobility:	5	Fuel:	60

Can fire flares that dispel Fog of War. The flare will reveal everything in a 2-square radius of the square where it lands.

Rig		Cost:	5,000				
Weapon One:	None	Ammo:	0	Weapon Two:	None		
Range:	0	Vision:	1	Mobility:	6	Fuel:	99

Can transport one infantry or mech units. Supplies all units in adjacent squares. Can build temporary ports and airports.

Unit Data: Air Units

Fighter		Cost:	20,000				
Weapon One:	Anti-Air Missiles	Ammo:	6	Weapon Two:	None		
Range:	1	Vision:	5	Mobility:	9	Fuel:	99

Direct-combat units that are very strong against other air units. They possess the largest movement range of all units.

Bomber		Cost:	20,000				
Weapon One:	Bombs	Ammo:	6	Weapon Two:	None		
Range:	1	Vision:	3	Mobility:	7	Fuel:	99

Powerful air units that can bomb both ground and naval units.

Seaplane		Cost:	15,000				
Weapon One:	Missile	Ammo:	3	Weapon Two:	None		
Range:	1	Vision:	4	Mobility:	7	Fuel:	40

Versatile air units that can fire on all unit types. They are produced by carriers.

Duster		Cost:	13,000				
Weapon One:	Machine Gun	Ammo:	9	Weapon Two:	None		
Range:	1	Vision:	4	Mobility:	8	Fuel:	99

Unique air units that can fire on both ground and air units. They possess medium firepower.

Battle Copter		Cost:	9,000				
Weapon One:	Air-to-Ground Missiles	Ammo:	6	Weapon Two:	Machine Gun		
Range:	1	Vision:	2	Mobility:	6	Fuel:	99

Inexpensive air units that can fire on both ground and naval units.

Transport Copter		Cost:	5,000				
Weapon One:	None	Ammo:	0	Weapon Two:	None		
Range:	0	Vision:	1	Mobility:	6	Fuel:	99

Specialized units that can carry one infantry or mech unit. They have no weapons and cannot fire.

Unit Data: Naval Units

Battleship		Cost:	25,000				
Weapon One:	Cannon	Ammo:	6	Weapon Two:	None		
Range:	3-5	Vision:	3	Mobility:	5	Fuel:	99

The only indirect-combat unit that can fire and move in the same turn. They possess a very large range of fire.

Carrier		Cost:	28,000				
Weapon One:	None	Ammo:	0	Weapon Two:	Anti-Air Gun		
Range:	1	Vision:	4	Mobility:	5	Fuel:	99

Specialized unit that can transport up to two air units. Units recover HP while being transported. Carriers can also build seaplanes.

Sub		Cost:	20,000				
Weapon One:	Torpedo	Ammo:	6	Weapon Two:	None		
Range:	1	Vision:	5	Mobility:	6	Fuel:	70

Naval units that can dive beneath the surface. When submerged, they can only be seen by adjacent units.

Cruiser		Cost:	16,000				
Weapon One:	Anti-Ship Missiles	Ammo:	9	Weapon Two:	Anti-Air Gun		
Range:	1	Vision:	5	Mobility:	6	Fuel:	99

Naval units effective against both subs and air units. They can transport up to two battle copters.

Gunboat		Cost:	6,000				
Weapon One:	Anti-Ship Missiles	Ammo:	1	Weapon Two:	None		
Range:	1	Vision:	2	Mobility:	7	Fuel:	99

Ships that can fire on other naval units. They can carry one infantry or mech unit at a time.

Lander		Cost:	10,000				
Weapon One:	None	Ammo:	0	Weapon Two:	None		
Range:	0	Vision:	1	Mobility:	6	Fuel:	99

Specialized naval units that cannot attack, but can transport up to two ground units at a time.

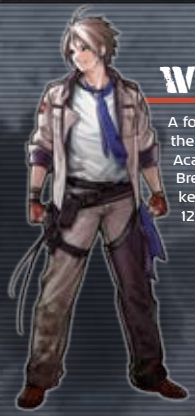
Terrain Data

Plain	The most common type of terrain. It's easy terrain for ground units to cross, but provides almost no defensive cover.
Roads	Paved pathways that provide ground units the means to traverse maps without hindrance. They provide no defensive cover.
Woods	Small groups of surviving trees. They provide excellent cover in Fog of War. When Fog of War is present, ground units in woods can only be seen by units adjacent to them.
Mountains	Mountains provide great vantage points for infantry and mech units. These units increase their vision ranges by 3 while in mountains.
Wastelands	Areas of shattered earth. Only infantry and mech units can pass through them without hindrance.
Ruins	The remnants of destroyed buildings. They provide excellent cover in Fog of War. When Fog of War is present, ground units in ruins can only be seen by units adjacent to them.
Fire	Tall pillars of flame. Units cannot pass through them. They dispel Fog of War for a 5-square radius.
Seas	Gentle, flowing oceans that can only be traversed by naval and air units.
Bridges	Bridges provide ways for ground units to cross over bodies of water. If a bridge is built over a sea, naval units can pass beneath it.
Rivers	Wide, flowing bodies of water that crisscross the land. Infantry and mech units are the only ground units that can traverse them.
Beaches	Strips of land bordering seas where landers can load and unload units.
Rough Seas	Turbulent waters traversable by air and naval units. Naval unit movement is decreased when traveling through these areas.
Mist	Patches of dense sea fog that provide excellent hiding places for naval units. Naval units in mist can only be seen by units adjacent to them.
Reefs	Rock-filled stretches of sea that provide excellent hiding places for naval units in Fog of War. When Fog of War is present, naval units in reefs can only be seen by adjacent units.
Cities	Places where people used to live. Cities captured by your army or an allied army can provide repairs and supplies to ground units that stop there.
Com Towers	Facilities that can be used to increase your army's combat abilities. Capture them to boost your army's firepower.
Radar	Facilities that can be used to improve your army's intel–gathering efforts. In Fog of War, a captured radar facility will increase your army's vision range.
Silos	Abandoned silos that can be captured by infantry units and used to fire a powerful missile. The missile will damage any unit within 2 squares of its landing space.

Plasma	A beam of unknown, impassable energy. Destroy one of the meteor shards adjacent to a beam to make it vanish.
Meteor Shard	A remnant of one of the meteors that struck the planet. It is impassable, but can be destroyed. Destroying a meteor shard will also eliminate any plasma emanating from it.
HQ	The field headquarters of each deployed army. Capture an enemy's HQ to win the battle. HQs can repair and supply units.
Factory	Special properties that deploy ground units. Captured factories can supply and repair existing ground units in addition to building new ones.
Airports	Special properties that deploy air units. Captured airports can supply and repair existing air units in addition to building new ones.
Ports	Special properties that deploy naval units. Captured ports can supply and repair existing naval units in addition to building new ones.
Temporary Airports	Special properties built on plains by rigs. They can repair and supply air units.
Temporary Ports	Special properties built on beaches by rigs. They can repair and supply naval units.

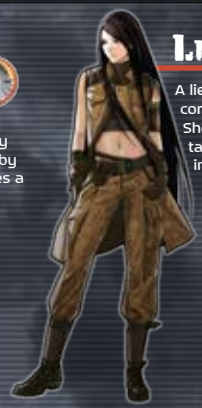
CHAPTER 13

CHARACTERS



Will

A former student of the Rubinelle Military Academy. Rescued by Brenner, he becomes a key member of the 12th Battalion.



Lin

A lieutenant and the second in command of the 12th Battalion. She's a calm and collected tactician with a background in intelligence gathering.

Isabella

A mysterious young girl with no memory of who she is or where she came from. She's rescued from a ruined building by Will and joins the 12th Battalion.

Brenner

The commander of the 12th Battalion. He's a pragmatic idealist who believes in the inherent goodness of humanity.

Tasha

A fiery young woman who joins the Lazurian Army to avenge her brother and others who died fighting Rubinelle.

Gage

A soldier in the Lazurian Army. He believes emotions and personal opinions have no place in his quest to become the perfect soldier.

Admiral Greyfield

The commander of the New Rubinelle Army. An arrogant authoritarian who believes himself a superior human being, his hunger for power knows no limits.

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